Wii
GAME PARTY
TRIVIA
EVERYONE
E
CONTENT RATED BY ESRB
MIDWAY
INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

EVERYONE
E
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⚠ *CAUTION: WRIST STRAP USE*

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- ***Make sure all players put on the wrist strap properly when it is their turn.***
- ***Do not let go of the Wii Remote during game play.***
- ***Dry your hands if they become moist.***
- ***Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.***
- ***Stay at least three feet from the television.***

Vimm's Lair

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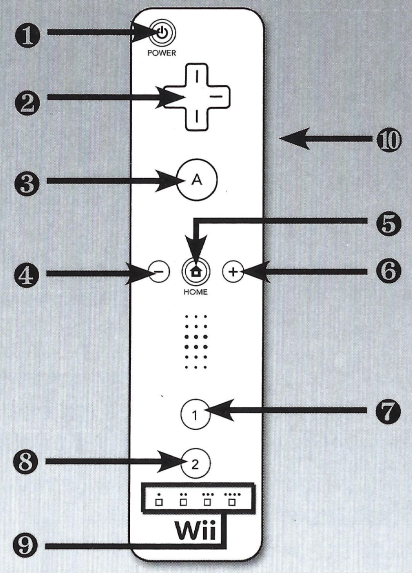
The Wii Remote™

1. Power Button
2. +Control Pad
3. A Button
4. - Button
5. Home Button
6. + Button
7. 1 Button
8. 2 Button
9. Player LED
10. B Button (underneath)

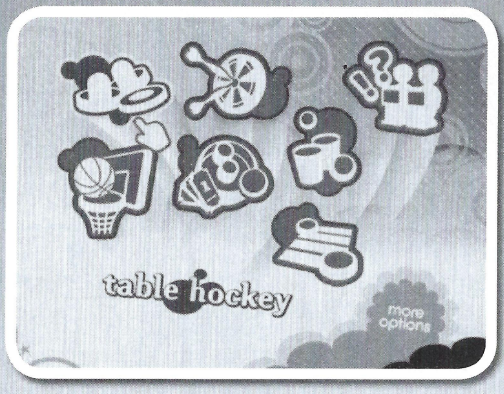


Upon boot-up, this game uses an Auto Load Feature. The game will automatically load save game data from the Wii system memory. If you wish to load save data, reset the console.

Quitting a Game in Progress

During the game, press the **1 Button** to display the Pause Menu. Point at **Quit**, then press the **A Button** to return to the Main Menu.

On any menu, you can press the **B Button** to return to a previous menu.



Point the Wii Remote at the options on the screen to move the cursor over the game you'd like to play, then press the **A Button**.

Character Select

Point the Wii Remote at one of the arrows on-screen, then press the **A Button** to access the various characters. Once you find the character you want, point the Wii Remote at him/her, then press the **A Button**.

Tickets

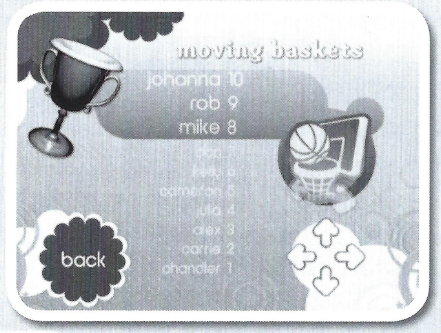
Select this option to see how many tickets you've won in each game and to see which items you've unlocked.

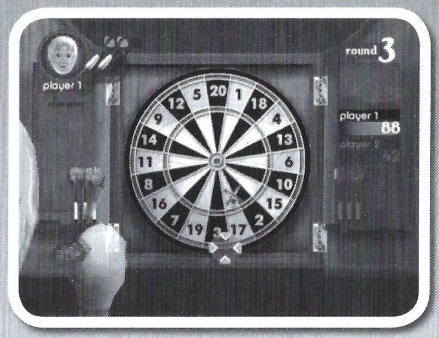
Every game awards tickets in single-player mode. Those tickets unlock alternate playing equipment (different colored mallets, darts, pucks, etc.). They also unlock different playing surfaces.

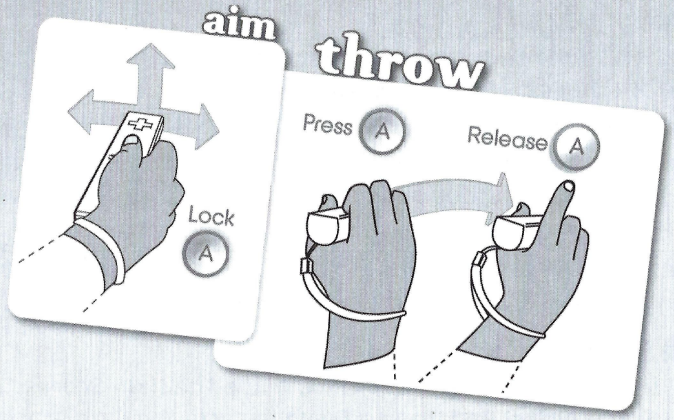
For Darts, Shuffleboard and Trivia, there are alternate game modes that can be unlocked with tickets. They are Baseball Darts, Curling and Lightning Trivia. Tickets also unlock more characters.

High Scores

View the names of those who have made the High Scores Table. Press the **+Control Pad Up** and **Down** to cycle the High Scores for each game. Press the **+ Control Pad Left** or **Right** to cycle the different types of a particular game's High Scores.







The Wii Remote is held in a manner displayed above. To throw the dart, make a dart tossing motion toward the screen while keeping the **A Button** held down. Release the **A Button** while the Wii Remote is in motion.

The forward momentum and release position relative to the screen are all taken into account during the dart's flight. Radical position changes, such as hooking the arm during the toss, can send the dart off in a wild flight.

If you release the **A Button** when the Wii Remote is not in motion, simply put down the dart and can pick it up again by pressing and holding the **A Button** again.

High Score

Each player gets three darts per round. The game lasts for five rounds. The player with the highest score after five rounds is the winner.

301/501/701

Each Player begins with 301, 501 or 701 points, which are reduced by scoring points with their darts. Each round gives you three darts to toss. All three darts remain in play until the end of the your turn. Points scored (between 0-60 per dart) are subtracted from your current total. You must reach exactly zero points to win. For example, if you have 13 points remaining, any hit on the target scoring 14 points or greater does not reduce your points.

As soon as a player reaches zero points, the game is over.

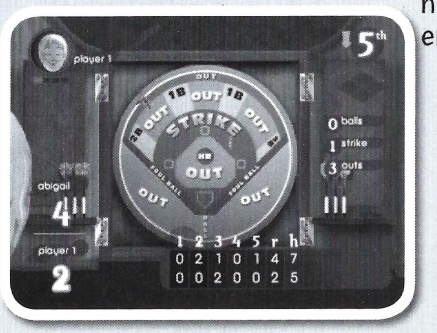
Cricket

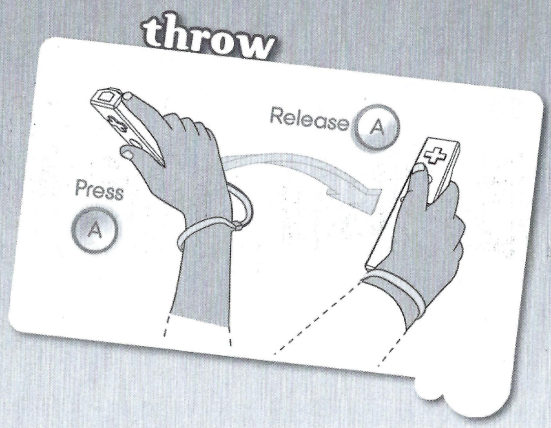
To play Cricket, you must hit specific numbers on the board: 15, 16, 17, 18, 19, 20 and Bullseye three times to win the match.

Hitting double or triple scoring rings on the board for one of the numbers counts as two or three hits respectively. As soon as you've hit each number three times, the game ends.

Baseball Darts (Must be Unlocked)

The game play is very similar to actual baseball, but with the outcome of each "at bat" determined by where the dart lands. It's a five inning game. If the score is tied after five of innings, the game will automatically go into extra innings. If a winner is not decided after nine innings, the game will end in a tie.





Hold the Wii Remote as you would a TV remote. Hold down the **A Button** to pick up a basketball. Move your arm forward simulating the arc of a basketball free throw. If the **A Button** is released while there is forward acceleration from the throwing motion, the basketball is tossed toward the net.

The power and arc of the throw is determined by the speed and angle of the throwing motion and where the **A Button** was released during the throw.

Motions with the arm or wrist to the left or right during the throw can cause the ball to drift left or right.

Clock Time

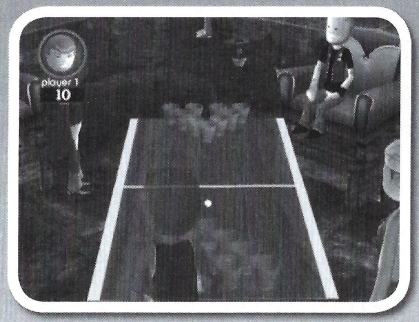
Games of Hoop Shoot last one minute. The clock begins counting down immediately after it says "Ready! Set! Go!". Balls that pass through the hoop after time expires will count.

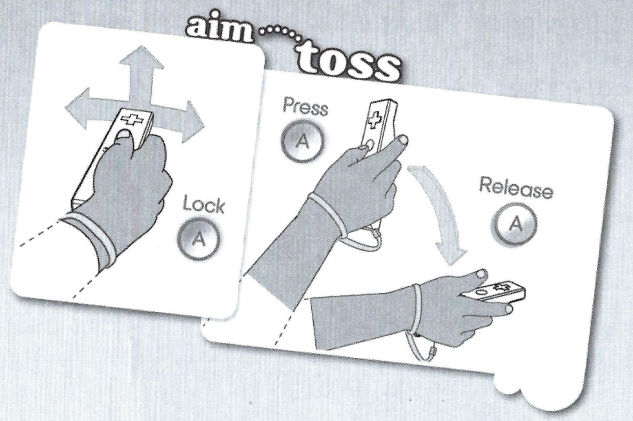
Scoring

- Shots that make it through the hoop are worth 2 points.
- Perfect shots that don't touch the rim or deflect off of the backboard or other structures are worth 3 points.

Number of Balls in Play

You can have more than one ball in play at a time. The Balls can be tossed as quickly as you can manage to pick them up and make the proper motions. This can sometimes cause more harm than good, because bouncing balls may knock other balls out of scoring position.





Hold the Wii Remote as you would a TV remote. Use the Wii Remote as a pointer to aim your shot. Press the **A Button** select an aiming point. Pick up your ball by pressing and holding the **A Button**. Raise your arm up, then flick the controller in a downward motion as if you're actually tossing a ball at the table surface. The angle and speed of the motion determines the force of the bounce. The ball is released when you release the **A Button**.

Cup Consolidation

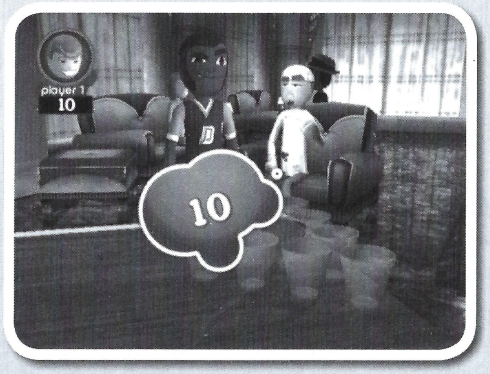
As the number of cups is reduced on a particular side, the cups are automatically consolidated into tighter patterns.

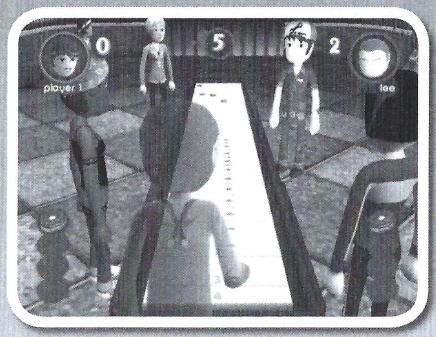
Number of Bounces

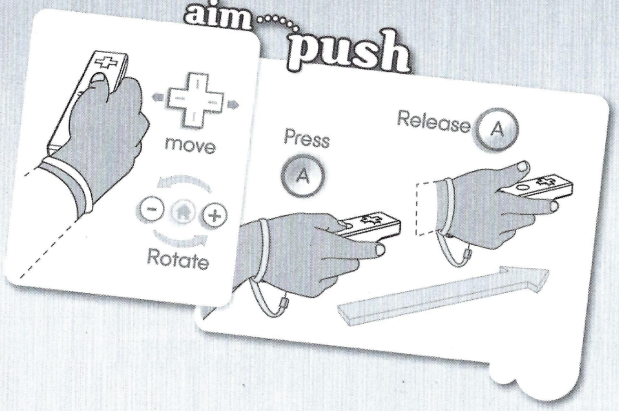
The ball may bounce as many times as it likes before going into a cup. Don't rely on this strategy, because a loss of energy after each bounce will sometimes make it impossible to bounce in a cup. However, if you put the ball in a cup on a bounce, two cups are removed. If you get the ball in a cup directly (without bouncing), only that one cup is removed.

Tip

The easiest way to get the ball in is on the fly. Place your aim point a little behind the cup, and then give a smooth flick of the wrist. If you place the aim point directly under the cup, the arc of the throw will cause the ball to hit the front side of the glass.





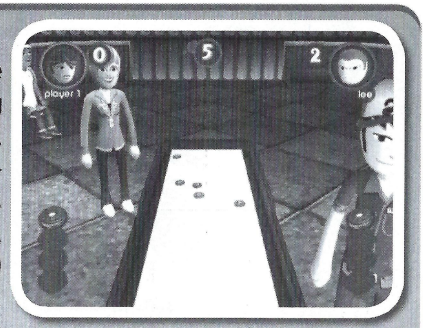


Hold the Wii Remote like it's a TV remote, with the sensor pointed toward the screen. When it's your turn, a puck is automatically placed in the center of the starting line.

Press the **+Control Pad Left** or **Right** to adjust the position of the puck on the starting line. Press the **+ Button** or **- Button** to rotate the aim clockwise or counterclockwise.

Hold down the **A Button** to make the puck active. Release the **A Button** while pushing the Wii Remote forward sends the puck sliding down the lane. The speed is determined by the speed of your forward motion.

Scoring



The end of a Shuffleboard lane is divided into four scoring zones, numbered 1 through 4. The 4 zone is nearest to the opposite end of the table. Pucks can score between 0-5 points, depending on how close they are to the edge of the table. Pucks hanging over the edge score 5 points. Pucks that go over the edge score nothing.

Only same color pucks (or group of pucks) closest to the table's edge score points in any round.

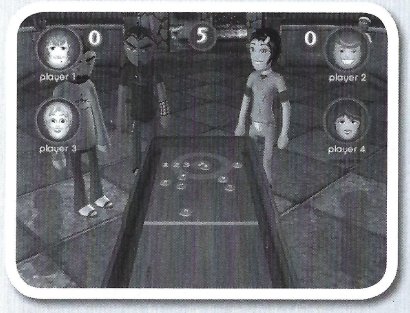
Number of Rounds

Players continue to play rounds until a score of 15 is reached.

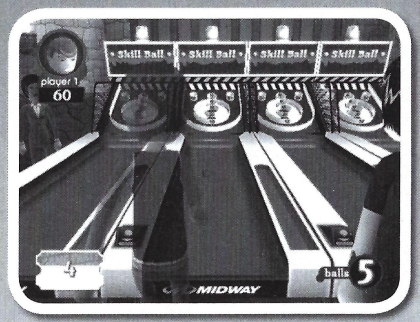
Knocking Opponent's Pucks

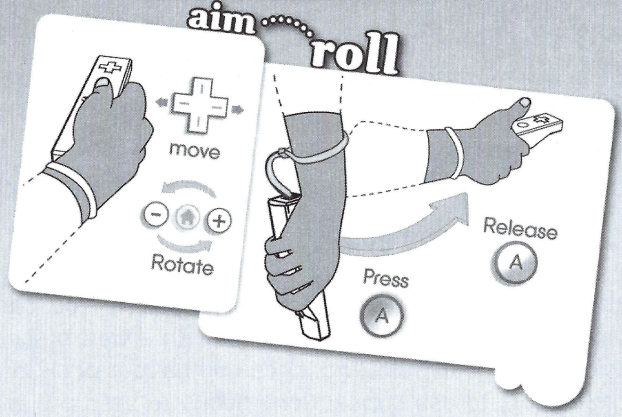
You can knock an opponent's puck with your own shot. All pucks stay on the table until the round is complete. You can even knock an opponent's puck off the table with a well placed shot. It's considered a good strategy, once you have a puck in a good scoring position, to use subsequent pucks to set up a blocking screen to protect a specific puck.

Curling (Must be Unlocked)



Basically, the gameplay is similar to that of shuffleboard. In Curling, the scoring zones are now in the shape of a target. Pucks from the same team closest to the center of the target score points.





You'll start with your arm lined up down the center of the Skill Ball ramp to indicate where your Ball is currently aiming. Adjust the aiming line by pressing **Left** or **Right** on the +**Control Pad**. Press the **+ Button** or **- Button** to rotate your aim clockwise or counterclockwise.

Pick up a ball by pressing and holding the **A Button**. To roll the ball, make a bowling motion with your arm, then release the **A Button** as if you're actually rolling the ball. The speed of the arm swing, angle of the arm and point where the **A Button** is released all determine the trajectory of the ball up the Skill Ball ramp.

If you release the **A Button** with no forward motion of the Wii Remote, you'll put the ball down.

Number of Balls

Each round of Skill Ball consists of nine balls.

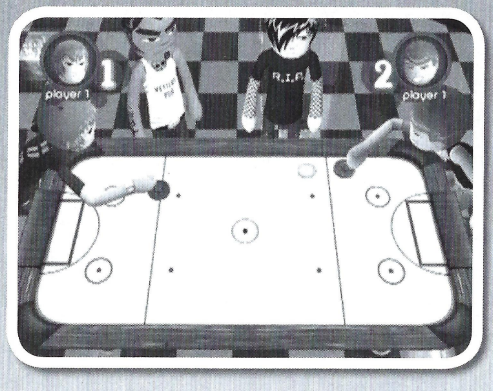
- Only balls that make it up the ramp into one of the scoring hoops adds to the score.
- Balls that don't make it all the way up the ramp then roll back down to the hopper may be used again.
- Balls that make it over the edge of the ramp but don't land in a scoring hoop generate no score.
- A ball that bounces off the protective screen over the hoops and out of play generates no score.

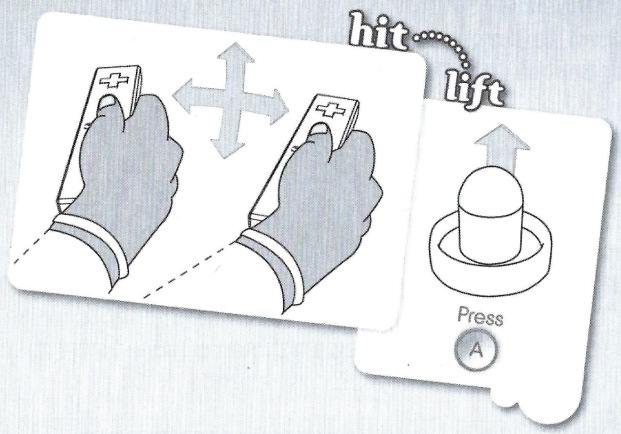
Time Between Throws

A new ball to throw does not become available until the most recently thrown ball has cleared the edge of the ramp or exited the lane.

Scoring

There are a series of concentric scoring hoops at the end of the Skill Ball machine. Getting a ball into one of the hoops rewards the amount of points listed on the hoop. The smaller the hoop, the higher the score. Scores range from 10, 20, 30, 40 and 50 points. There are also a pair of very small hoops in the upper right and upper left corners worth 100 points each. These hoops are barely larger than the circumference of the balls, so you'll need some luck.





Hold the Wii Remote in your hand like you would a TV remote, with the sensor pointed at the screen. The mallet follows your on-screen pointer. The force and speed of these motions determine the force and speed of the mallet.

During a match, you can lift the mallet off the table a few inches by pressing the **A Button**. When the mallet has been raised, a shadow appears on the table underneath the mallet. With a raised mallet, you can lift the mallet over the puck when it's near your goal to avoid putting the puck in your own goal. Let go of the **A Button** to place it back on the table.

Scoring

Each time the puck enters your opponent's goal, a point is scored. The first player to score 7 points wins.

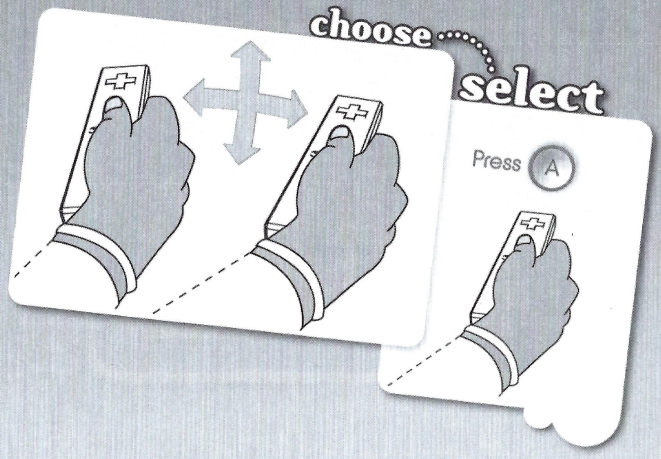
Fouls

When a player commits a foul, the puck serve is awarded to the other player. Placing a mallet directly on top of the puck, stopping its momentum is considered a foul.

Tip

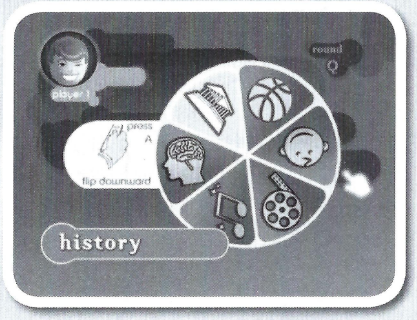
For best results, use small, controlled wrist movements to control your mallet. Large, fast arm motions tend to cause the pointer to go off-screen where the console can no longer read your motions.

Vimm's Lair



Once you've started the game, the categories of questions are selected by spinning the wheel. Spin the wheel by holding down the **A Button** and flicking your wrist downward. The speed of the spin motion determines the spin of the wheel on-screen.

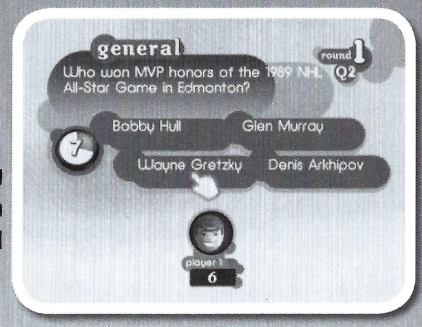
Each question appears on screen with four possible answers. Each of those answers is represented by a button that can be selected using the Wii Remote's pointer function. Each player must move the cursor over the answer, and press the **A Button**.



Game Length

The length of a trivia contest is five rounds consisting of three questions per round for a total of 15 questions. The three questions in each round are always from the same category.

If there is a tie between two or more players, the game goes into a tie breaker. Random questions are given until one of the players gains more points on an answer than his opponent(s).



Categories

Categories are selected by spinning the wheel. Each category lasts for one round of 3 questions.

Timing

As the clock ticks, wrong answers will disappear, making it easier to answer the question. The quicker your answer, the more points you'll be rewarded.

Scoring

Once a correct answer is chosen, you'll receive one point for every second of time remaining on the timer. The maximum number of points to be gained per question is 10 points.

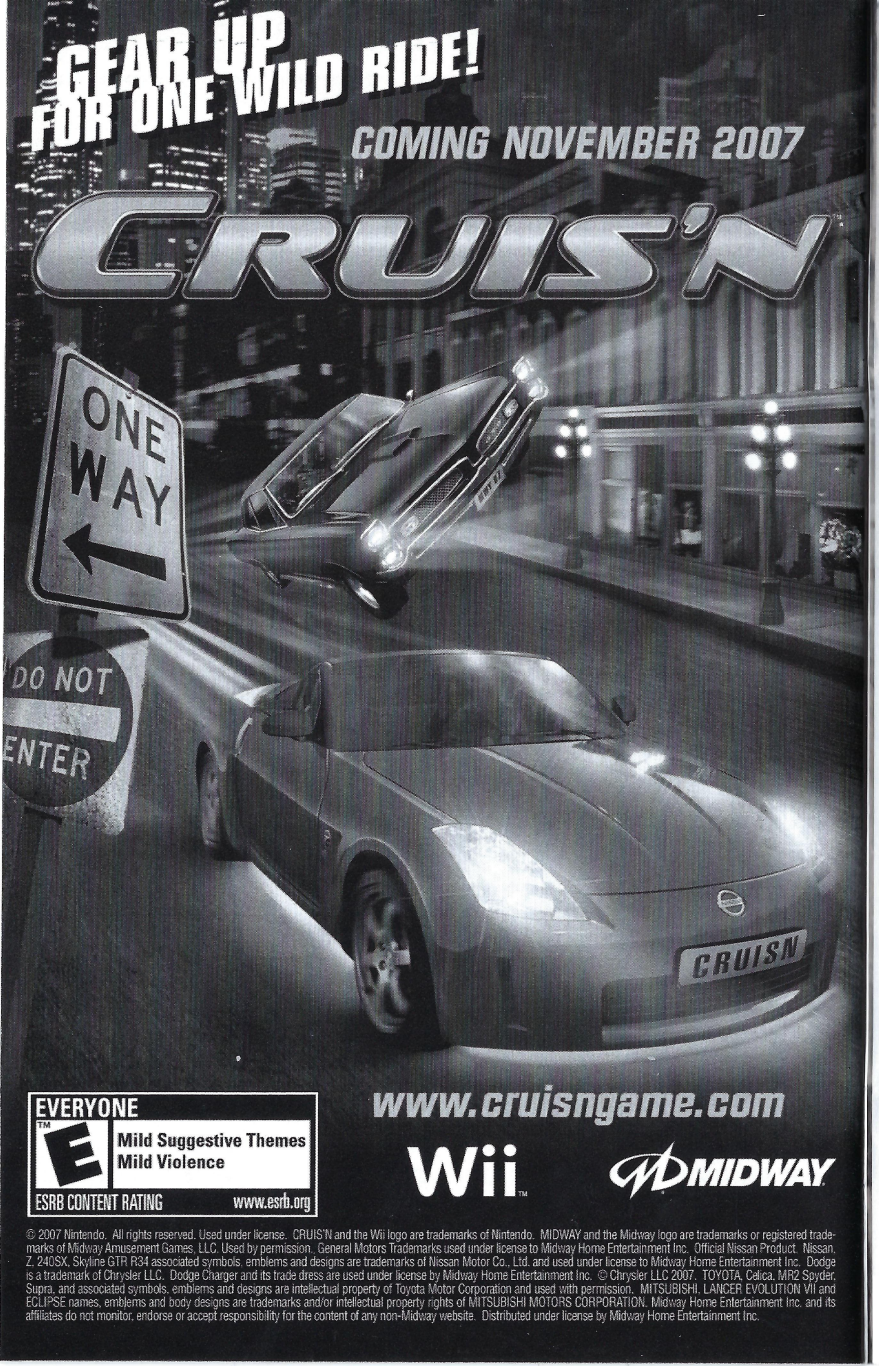
There is no penalty for selecting the wrong answer, but no points are gained for that question.

Once all of the players have selected an answer or the time has run out, the correct answer will be revealed..

Lightning Trivia (Must be Unlocked)

Lightning Trivia will need to be unlocked, before you can play. The play is similar to regular trivia, however, as soon as the first selection is made by any player, the correct answer will be revealed and other players won't be able to select an answer.

If a player selects the correct answer, he's awarded 1 point for every second still on the clock. If the wrong answer is selected, 1 point is deducted for every second still on the clock. If you're not on your game, you could actually end up with a negative score.



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